# Rose-Hulman Institute of Technology <br> Department of Mechanical Engineering 

ME 123
Computer Programming

## Exercises for Day 32

Exercise 1. Plot the function $y=1-x^{2}$ for values of $x$ from 0 to 2 by steps of 0.1 . Using a tolerance of 0.01 with a for loop, find the $x$ value at which the function is closest to 0.5 . Add a circle marker at that point on the curve. Give the plot good labels, a legend, and a title.

Exercise 2. Plot the function $y_{1}=1-x^{2}$ for values of $x$ from 0 to 2 by steps of 0.001 . Plot the function $y_{2}=x$ for values of $x$ from 0 to 2 by steps of 0.001 on the same axes. Using a tolerance of $1.0 \mathrm{e}-04$ with a for loop, find where the two curves intersect. Add a circle marker at that point. Give the plot good labels, a legend, and a title.

Exercise 3. Repeat Exercise 2, but this time use the find command instead of a for loop.

Exercise 4. Plot the function $y=1+x-x^{2}$ for values of $x$ from 0 to 2 by steps of 0.001 . Find the maximum value of the curve and it's $x$-value, and add a circle marker at that point. Give the plot good labels, a legend, and a title.

